

STERN

SEEBURG

INTRODUCES TURTLEMANIA.





And, You Know What
Turtles Eat. Quarters.

Turtles might be the
most addictive electronic
game yet. Deceptively sim-
ple to learn. But, as yet, not
even the Stern engineers
have mastered all eight lev-
els! All you do is race the big
turtle through the maze.



Along the way the big turtle
picks up Turtlelets from
mystery squares and car-
ries them to the house.
Meanwhile, the Beetles
are attacking. The turtle
has limited Bug Bombs
to fend them off. One



hundred points are
awarded for picking up
each turtlelet, and one
hundred fifty points are
awarded for each turtlelet de-
livered safely to the house.
When all turtlelets have
been picked up, the player
advances to the next of eight
levels. If the player can run



over a flashing star, he
receives three extra bug
bombs. Also, an extra
turtle bonus awards
the player 5,000
points.
Simple game, yes?
Wrong.

AN IRRESISTIBLE COMPULSION TO FEED THE TURTLES.

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